LISTING OF CLAIMS

1-90. (Canceled)

91. (Currently Amended) An electronic gaming unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo, the electronic gaming unit comprising:

a display unit capable of generating color images;

a time generator that generates an internal time signal within the electronic gaming unit indicative of a time of day;

an input device that allows the user to make an input;

a currency accepting mechanism that is capable of allowing the user to deposit a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo,

at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker,

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots,

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack,

at least one of the images comprising an image of a keno grid if the video gambling game is video keno, and

at least one of the images comprising an image of a bingo grid if the video gambling game is video bingo,

the controller being programmed to:

receive the time signal from the time generator when the electronic gaming unit is operational and can allow the user to select and to play the gambling game;

obtaining timing configuration data when the electronic gaming unit is operational and can allow the user to play the selected gambling game;

change a minimum bet to be inputted via the input device for the selected video gambling game based on said timing configuration data directly in response to the time signal when the electronic gaming unit is operational and can allow the user to play the selected gambling game, thereby changing the minimum bet by the controller without requiring additional input;

change a payoff percentage for the electronic gaming unit based on said timing configuration data directly in response to the time signal when the electronic gaming unit is operational and can allow the user to play the selected gambling game, thereby changing the payoff percentage by the controller without requiring additional input;

change a brightness of the display unit based on said timing configuration data only in response to the time signal when the electronic gaming unit is operational and can allow the user to play the selected gambling game, thereby changing the brightness by the controller without requiring additional input;

change a theme of the selected video gambling game based on said timing configuration data only in response to the time signal when the electronic gaming unit is operational and can allow the user to play the selected gambling game, thereby changing the theme by the controller without requiring additional input;

change a maintenance schedule of the electronic gaming unit based on said timing configuration data only in response to the time signal when the electronic gaming unit is operational and can allow the user to play the selected gambling game, thereby changing the maintenance schedule by the controller without requiring additional input; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the selected video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the selected video gambling game.

92. (Original) The electronic gaming unit of claim 91 wherein the time generator comprises an internal clock that generates the time signal.

93. (Original) The electronic gaming unit of claim 91 wherein the time generator receives the time signal from a location external to the gaming unit.

94. (Previously Presented) The electronic gaming unit of claim 91 additionally comprising an audio speaker and wherein the controller is programmed to change a volume emitted from the speaker in response to the time signal.

95-99. (Canceled)

100. (Original) The electronic gaming unit of claim 91 wherein the controller is programmed to change a denomination for the deposit of currency for the video gambling game in response to the time signal.

101. (Original) The electronic gaming unit of claim 91 wherein the controller is programmed to replace a first available bonus game for a second available bonus game in response to the time signal.

102. (Original) The electronic gaming unit of claim 101 wherein the first available bonus game is associated with a first potential payout and the second available bonus game is associated with a second potential payout.

103. (Currently Amended) An electronic gaming unit for allowing a user to play a user selected video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo, the electronic gaming unit comprising:

a display unit capable of generating color images;

a time generator that generates a time signal indicative of a time of day;

an input device that allows the user to make an input;

a currency accepting mechanism that is capable of allowing the user to deposit a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency accepting mechanism detects deposit of currency by the user,

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo,

at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker,

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots,

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack,

at least one of the images comprising an image of a keno grid if the video gambling game is video keno, and

at least one of the images comprising an image of a bingo grid if the video gambling game is video bingo,

the controller being programmed to allow the user to select a video gambling game to play,

the controller being programmed to change a denomination for the deposit of currency required to begin the selected video gambling game in direct response to the time signal,

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the selected video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the selected video gambling game, and

the controller being programmed to change a maintenance schedule of the gaming unit in response to the time signal.

104. (Original) The electronic gaming unit of claim 103 wherein the time generator comprises an internal clock that generates the time signal.

105. (Original) The electronic gaming unit of claim 103 wherein the time generator receives the time signal from a location external to the gaming unit.

106. (Previously Presented) The electronic gaming unit of claim 103 additionally comprising an audio speaker and wherein the controller is programmed to change a volume emitted from the speaker in response to the time signal.

107. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to change a payoff percentage in response to the time signal.

108. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to change a brightness of the display unit in response to the time signal.

109. (Canceled)

110. (Previously Presented) The electronic gaming unit of claim 103 wherein the controller is programmed to change a theme of the selected video gambling game in response to the time signal.

111. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to change a frequency of occurrence of a bonus game in response to the time signal.

112. (Original) The electronic gaming unit of claim 103 wherein the controller is programmed to replace a first available bonus game for a second available bonus game in response to the time signal.

113. (Original) The electronic gaming unit of claim 112 wherein the first available bonus game is associated with a first potential payout and the second available bonus game is associated with a second potential payout.

114-132. (Canceled).